#### MAKING TOD A REALITY IN THE SAN JOAQUIN VALLEY

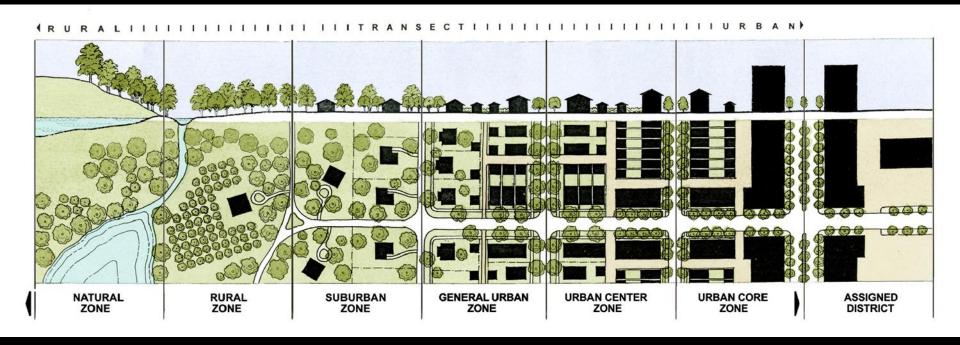
Fresno | January 21, 2010

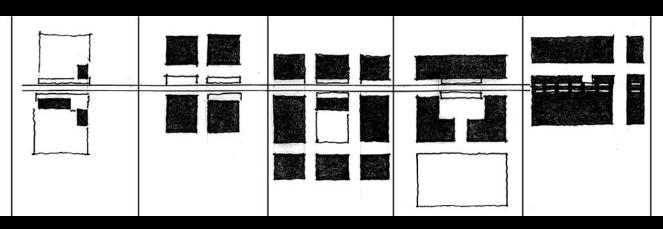
Moule & Polyzoides



# Part I TOD FORM SHOULD VARY ACCORDING TO METROPOLITAN LOCATION

## **TOD Typology by Transect**

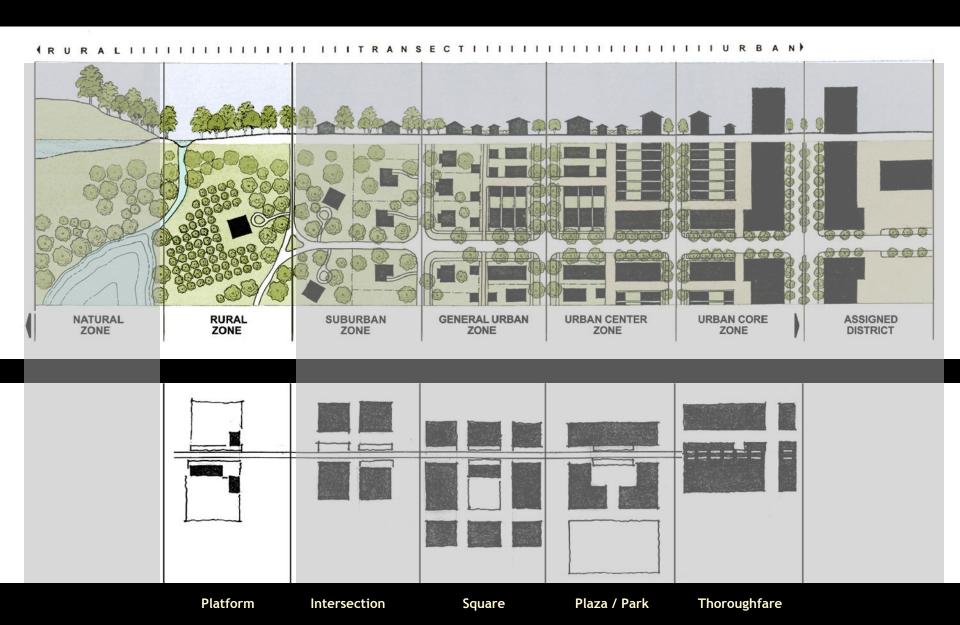




Platform Intersection Square

Plaza / Park

Thoroughfare









**Platform** 

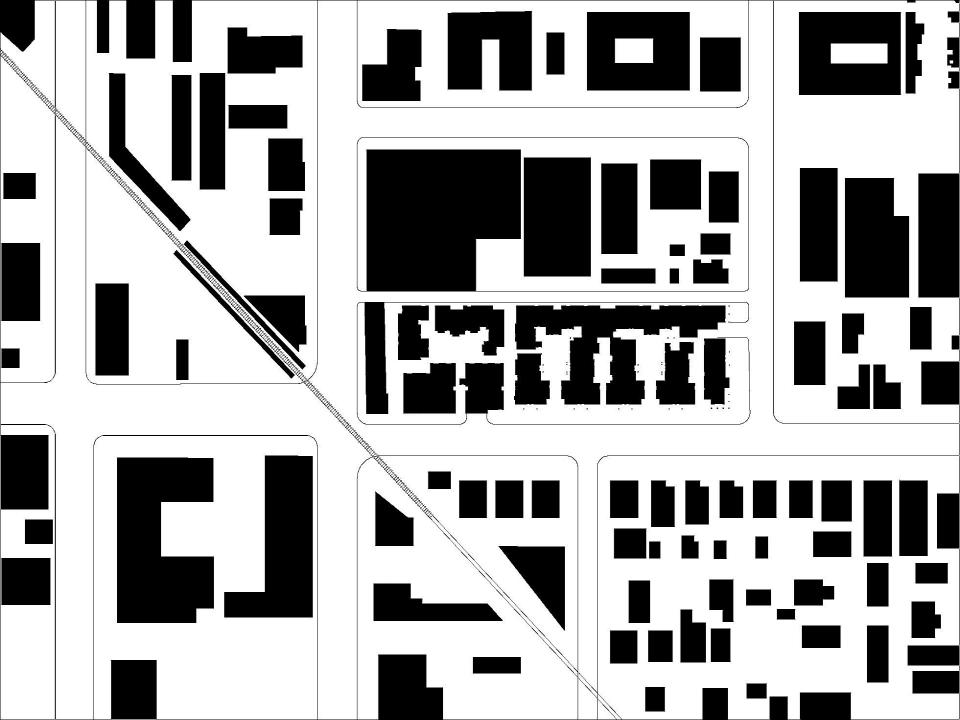
Intersection

### 1000 600 RURAL ZONE SUBURBAN ZONE NATURAL ZONE **GENERAL URBAN URBAN CENTER URBAN CORE ASSIGNED** ZONE ZONE ZONE DISTRICT

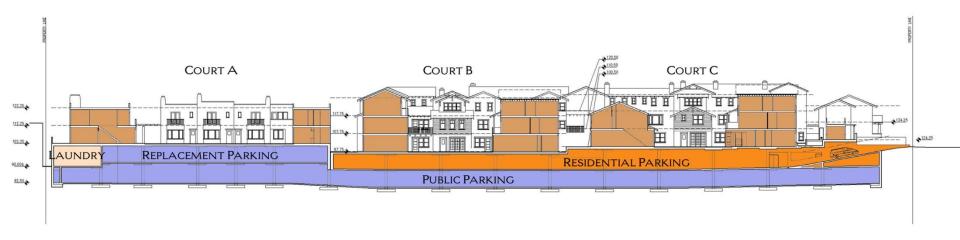
Square

Plaza / Park

Thoroughfare





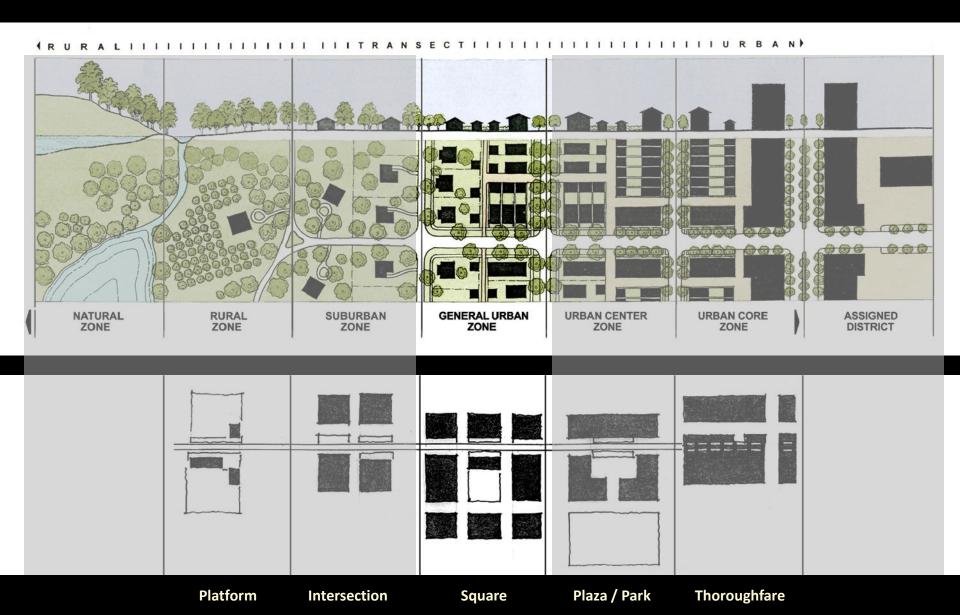


**BUILDING SECTION** 

1/16"=1'-0"

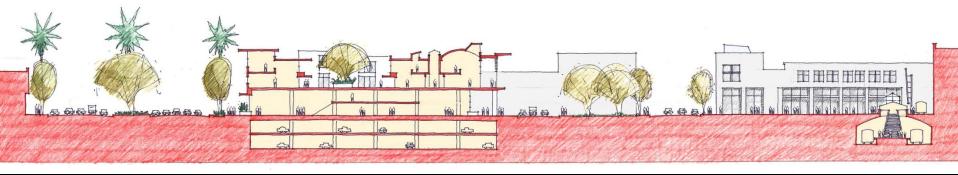
**(2**)











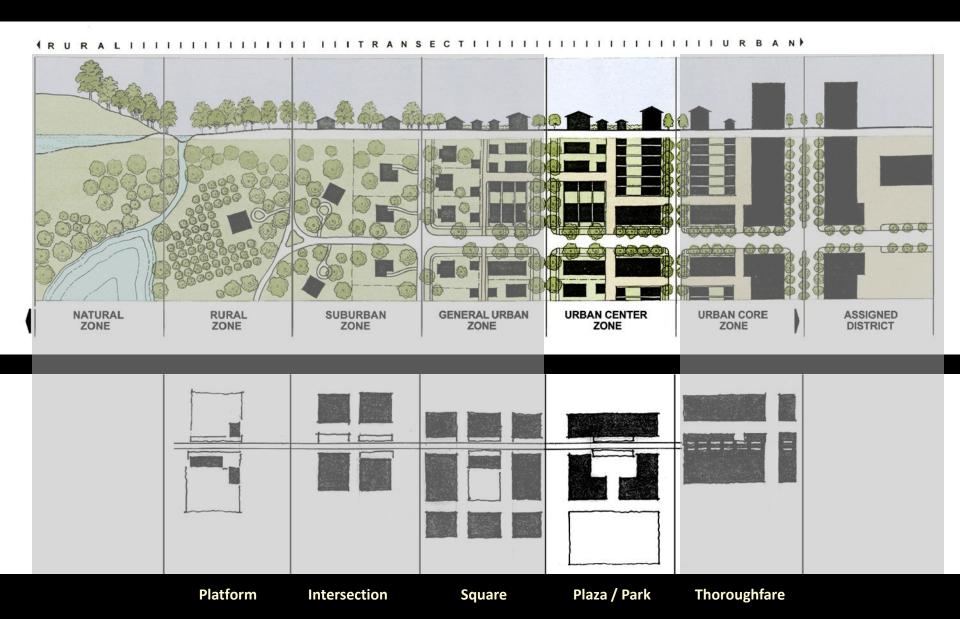
VENICE BOULEVARD Block A Mixed-use Building Culver Crossings Park EXPOSITION BOULEVARD

Transit Plaza Exposition Line



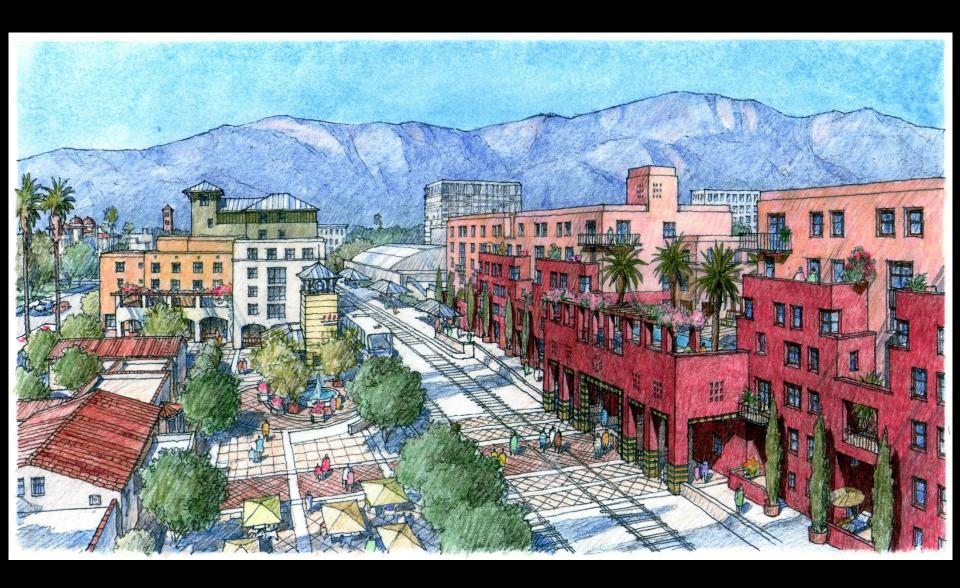




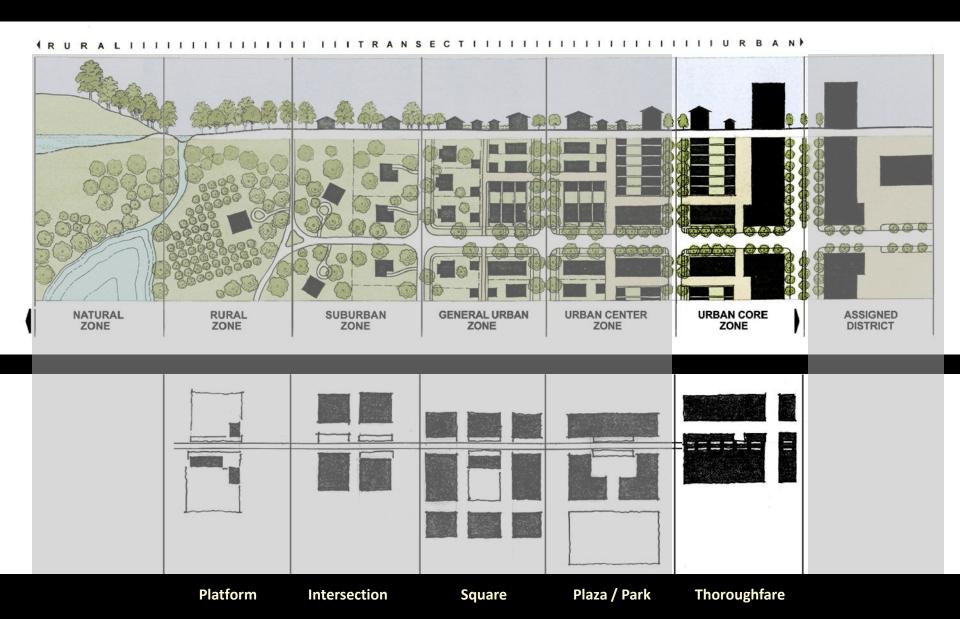


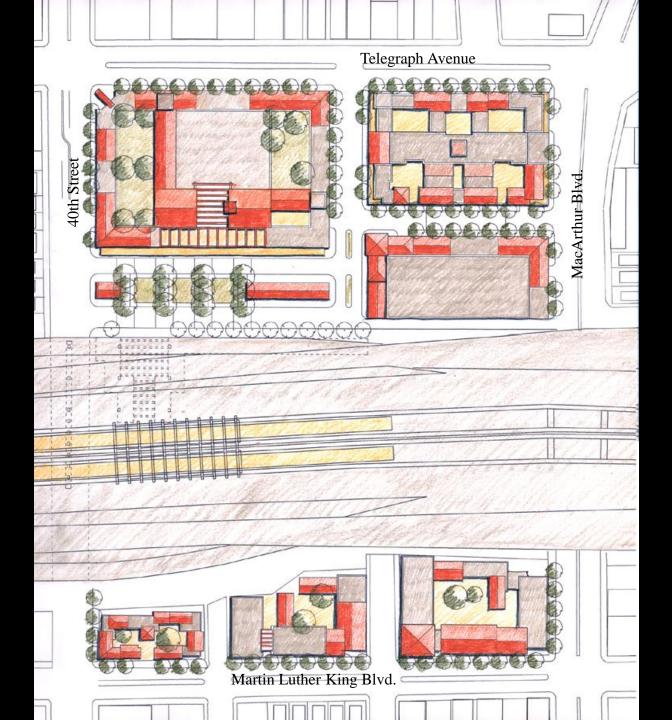


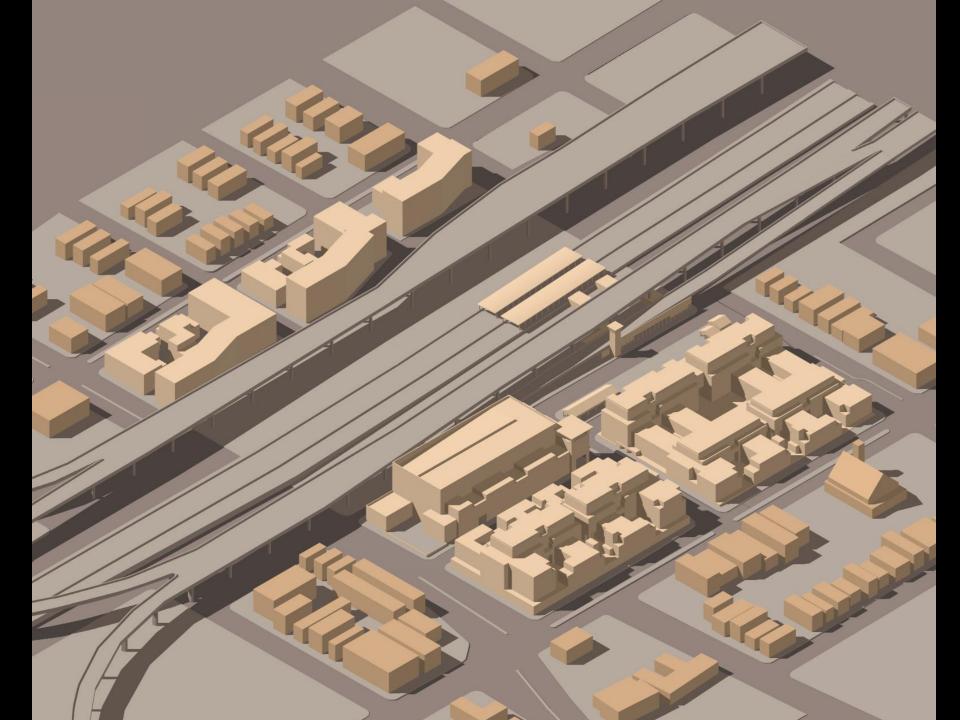




### **TOD Typology by Transect**

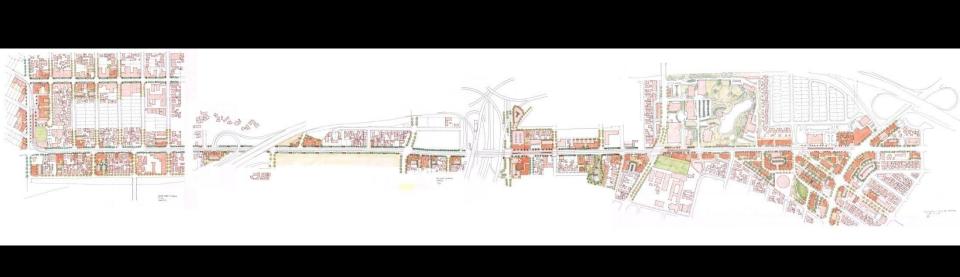




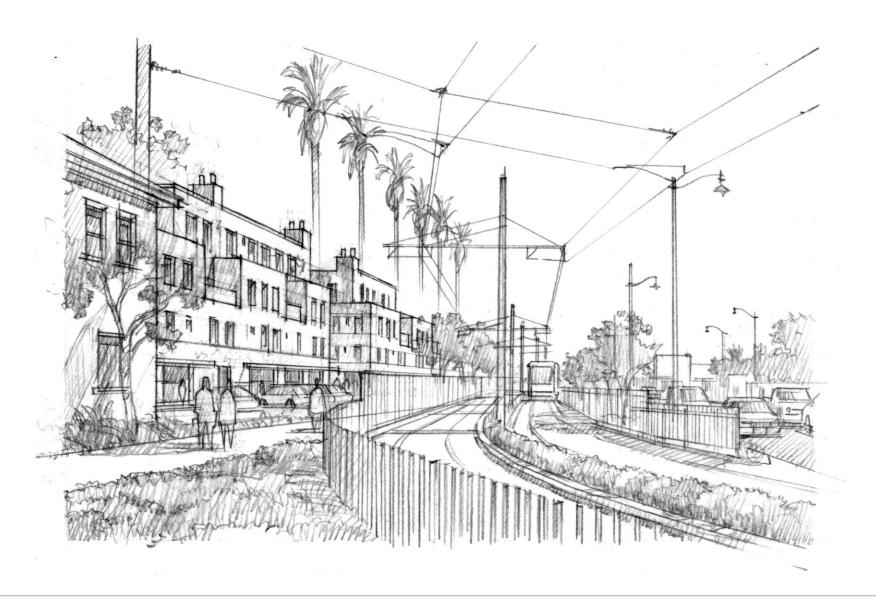


# Part II NEIGHBORHOOD & DISTRICT PLANNING SHOULD PRECEDE DEVELOPMENT ACTIVITY







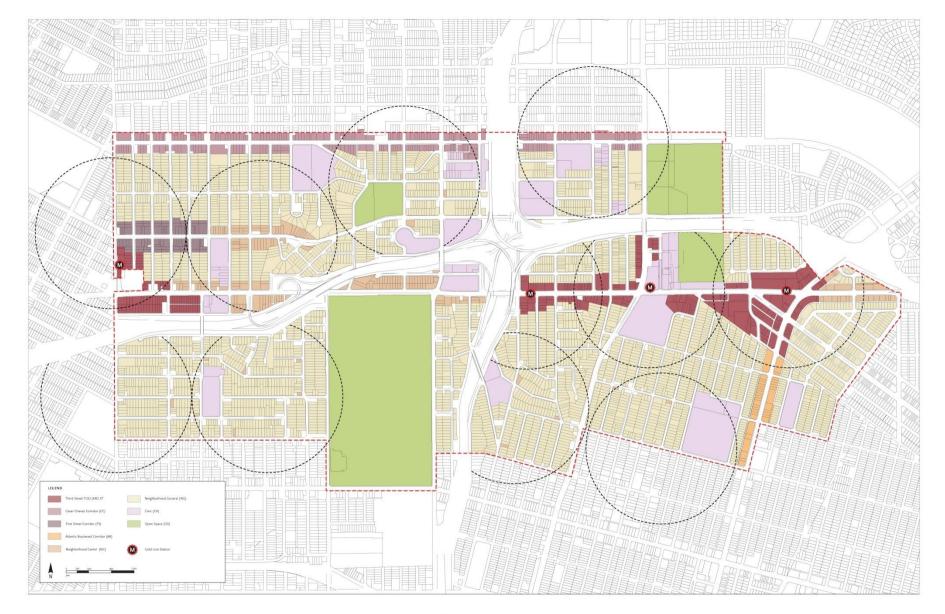


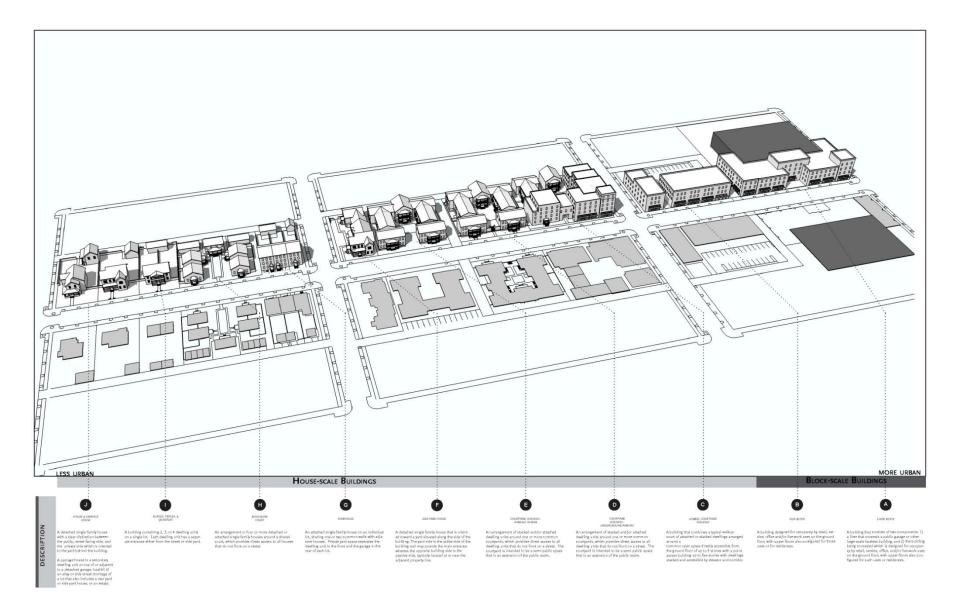


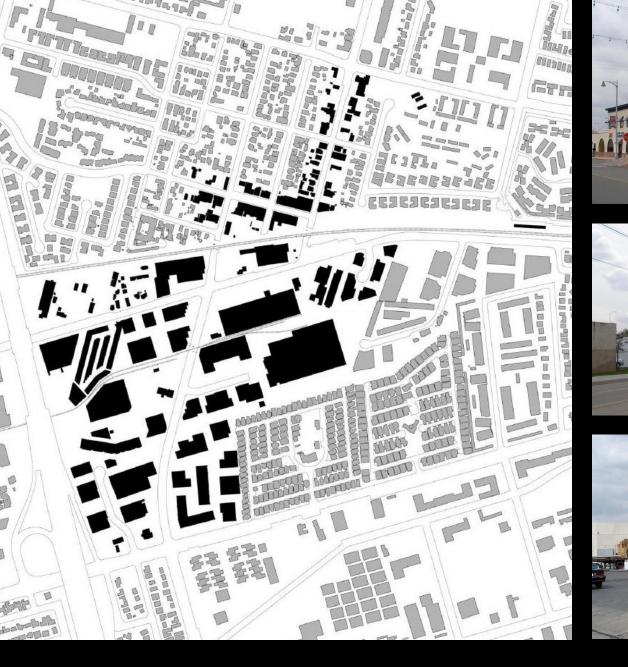








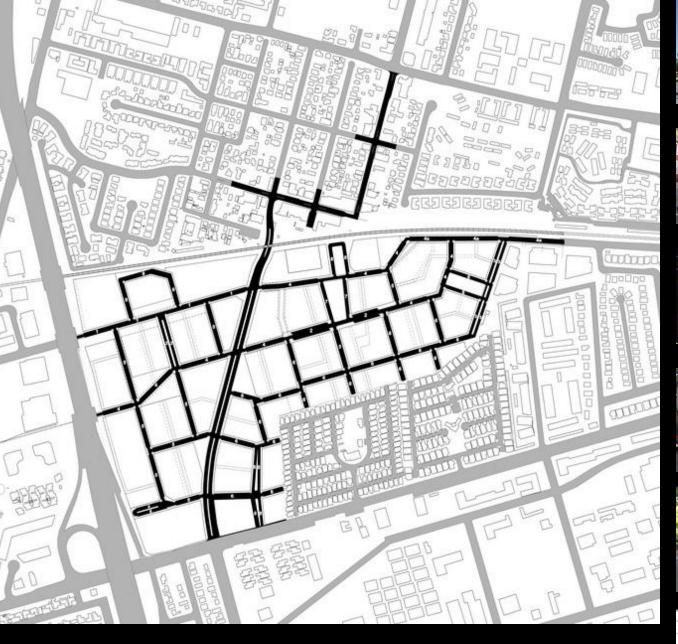














**Boulevard** 



Avenue



**Main Street** 



**Urban Street 1** 

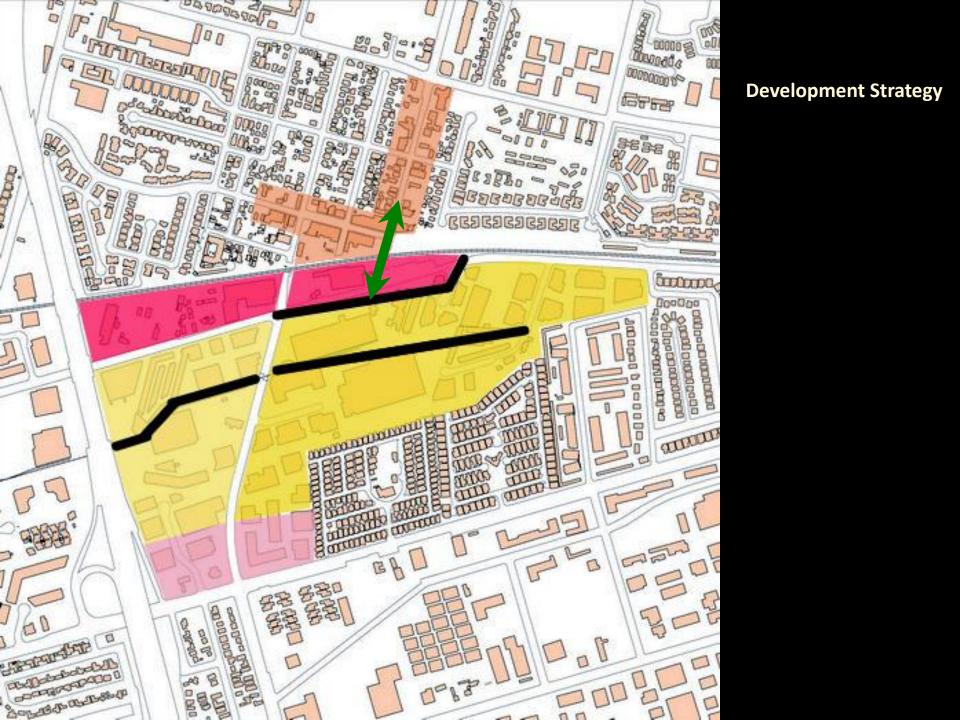


**Urban Street 2** 

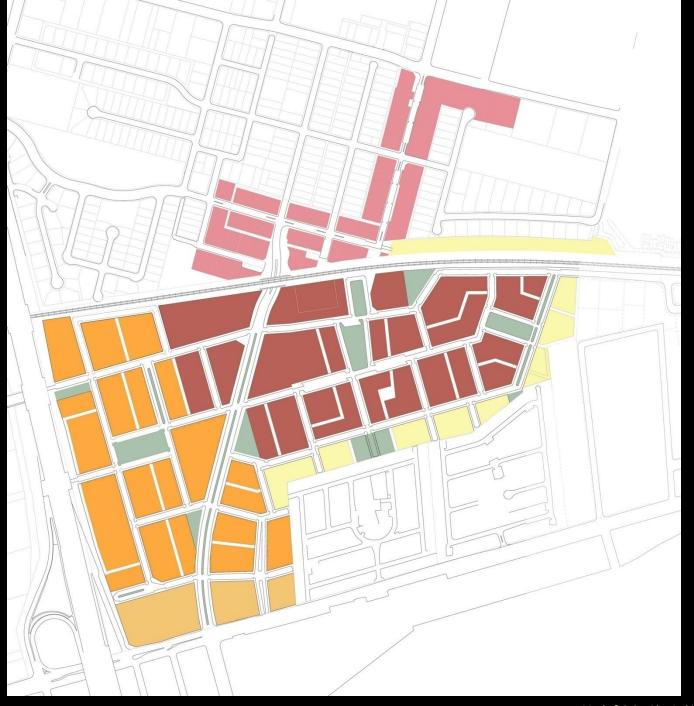


Mews & Alley











#### Placita Santa Fe: Restoration/Infill

- Façades and Buildings
- Park-Once system of on-off street



#### Placita Santa Fe: Market Hall

- Restore corner building
- New Market Hall
- Widened sidewalk/streetscape



#### **Transit-Oriented Development**

- Continuity with Placita Santa Fe
- Transit-Oriented Housing
- Retail and Office



### **Crowther Square**

- Open Space
- Housing, Retail and Office



#### Neighborhood Mixed-Use Street

- Housing over office/retail
- Live-Work



# **Courtyard Housing**

• Townhouses and Flats



# Housing

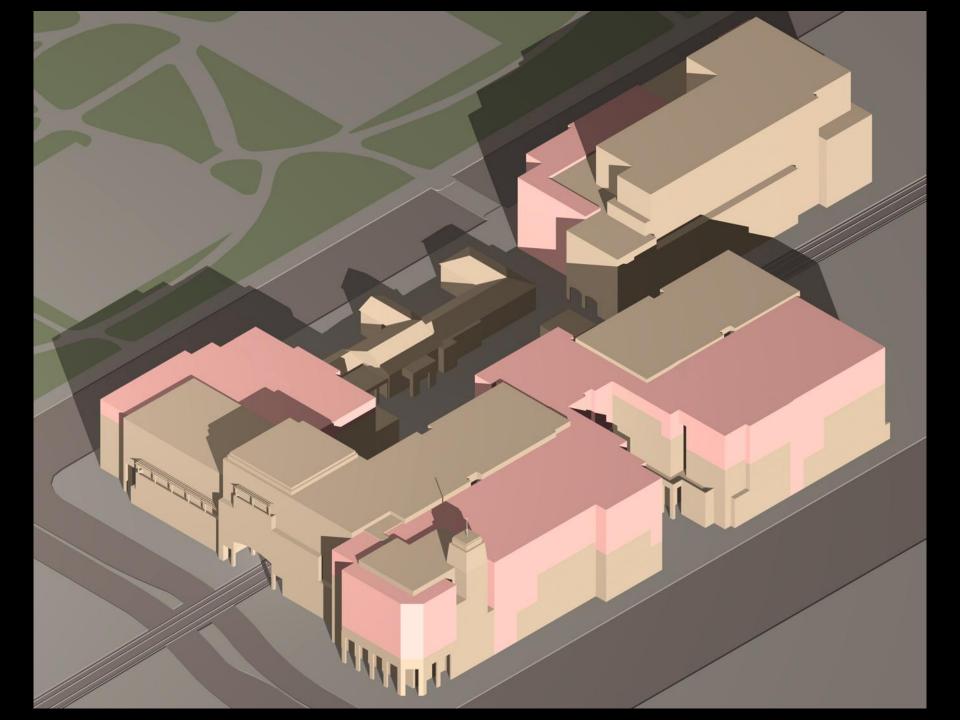
•Flats and Lofts

## 1. Public Process Driven











- 1. Public Process Driven
- 2. Place Specific





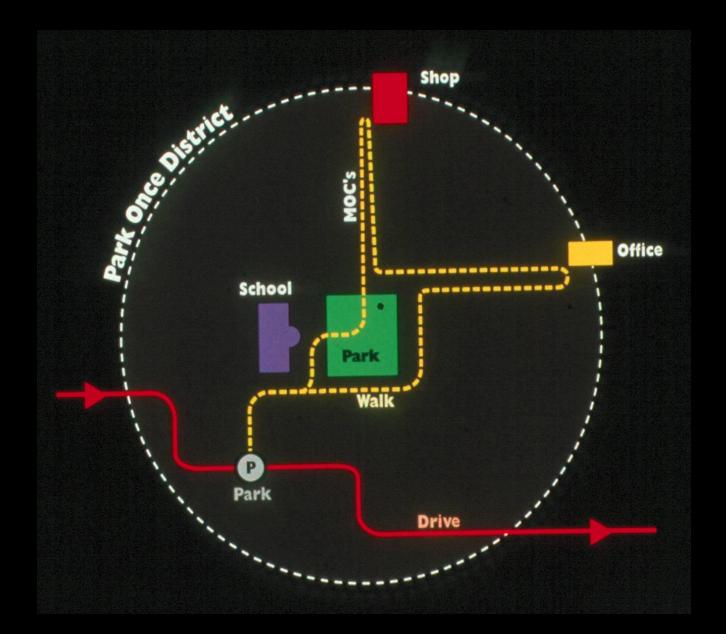


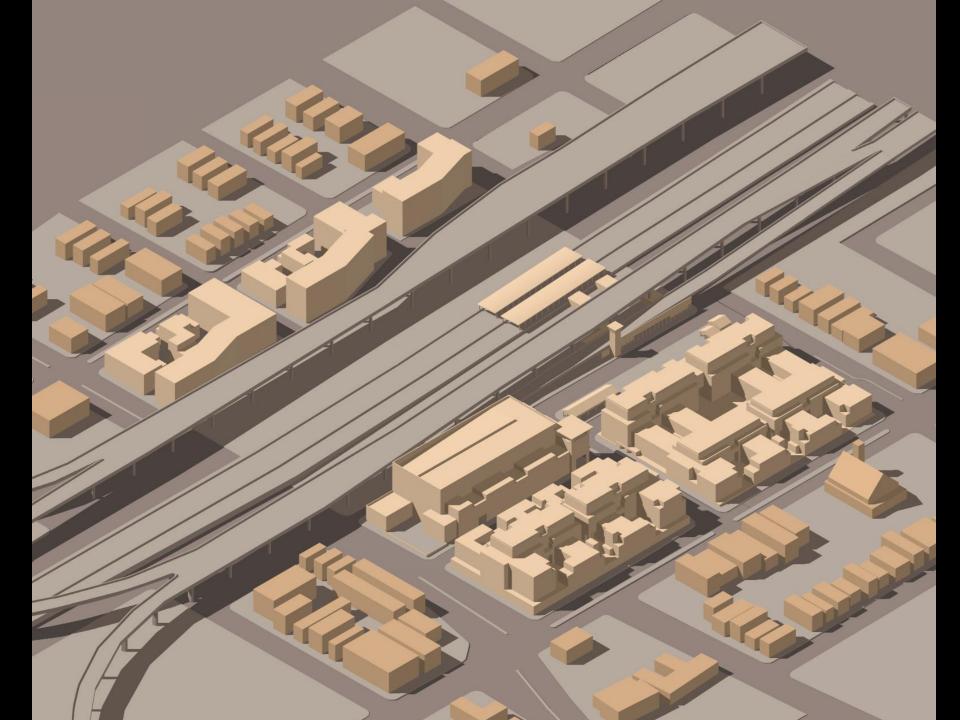






- 1. Public Process Driven
- 2. Place Specific
- 3. Park-Once Inclusive







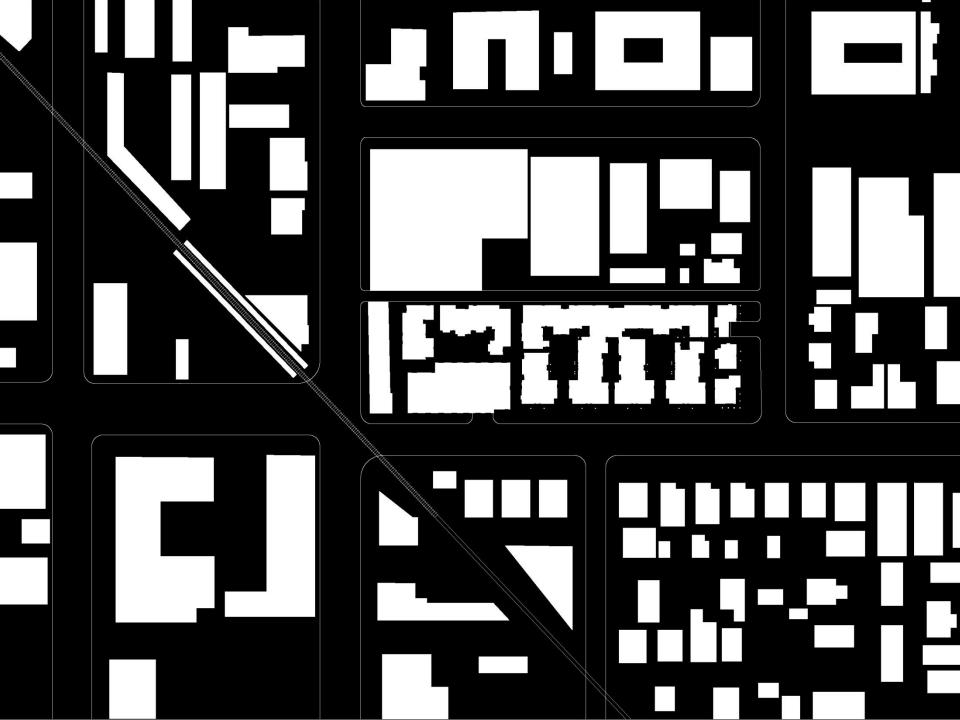
- 1. Public Process Driven
- 2. Place Specific
- 3. Park-Once Inclusive
- 4. Pedestrian First

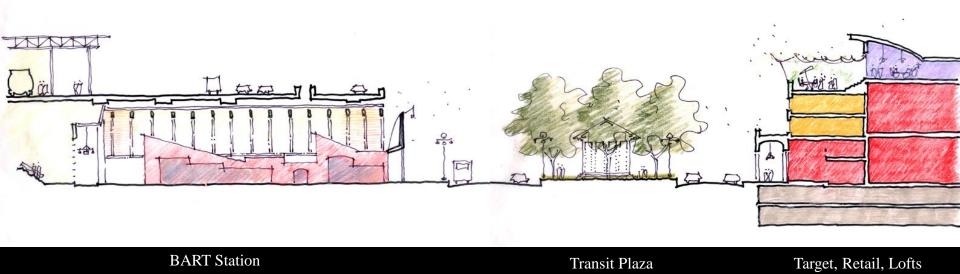






- 1. Public Process Driven
- 2. Place Specific
- 3. Park-Once Inclusive
- 4. Pedestrian First
- 5. Open Space Positive





# **SECTION EAST-WEST 1**



### TRANSIT-ORIENTED DEVELOPMENT PROJECT CHARACTERISTICS

- 1. Public Process Driven
- 2. Place Specific
- 3. Park-Once Inclusive
- 4. Pedestrian First
- 5. Open Space Positive
- 6. Building Type Diverse





#### TRANSIT-ORIENTED DEVELOPMENT PROJECT CHARACTERISTICS

- 1. Public Process Driven
- 2. Place Specific
- 3. Park Once Inclusive
- 4. Pedestrian First
- 5. Open Space Positive
- 6. Building Type Diverse
- 7. Building Style & Use Varied







# Part IV TOD CASE STUDIES

## Mission Meridian Transit Village

South Pasadena, California

























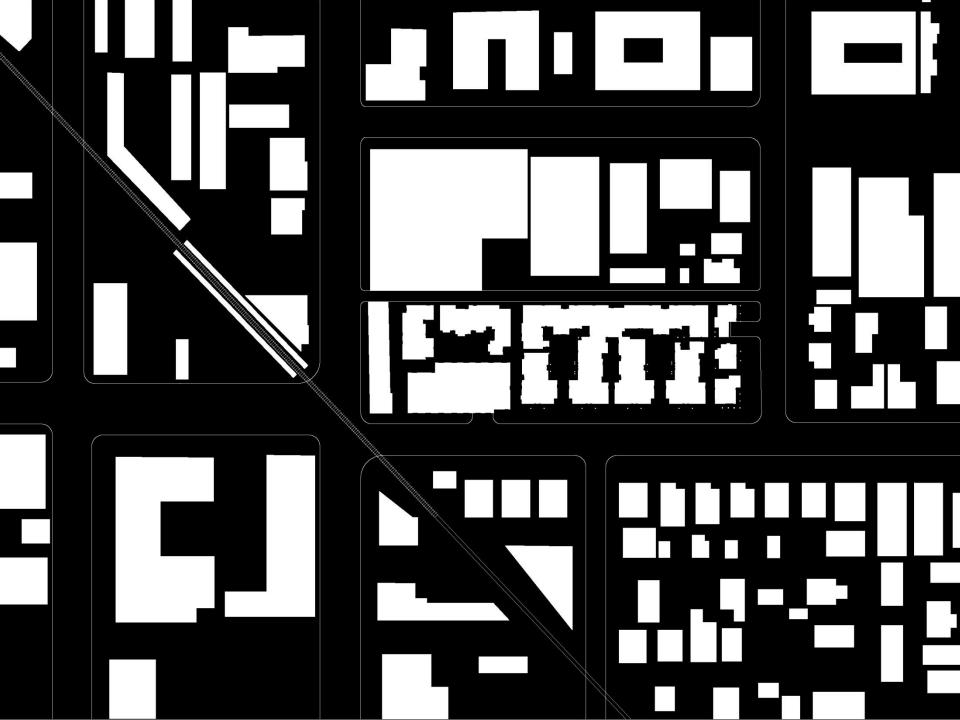




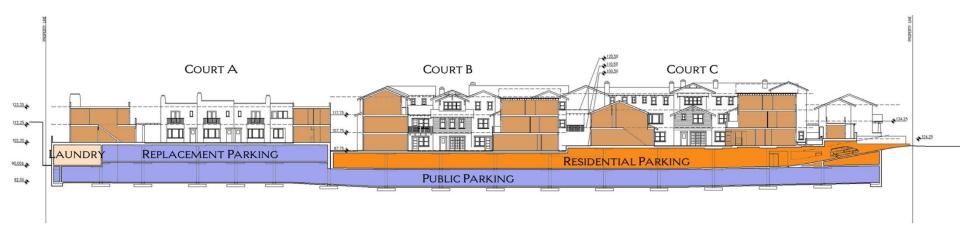




SECTION THROUGH MERIDIAN AVENUE







**BUILDING SECTION** 

1/16"=1'-0"

**(2**)



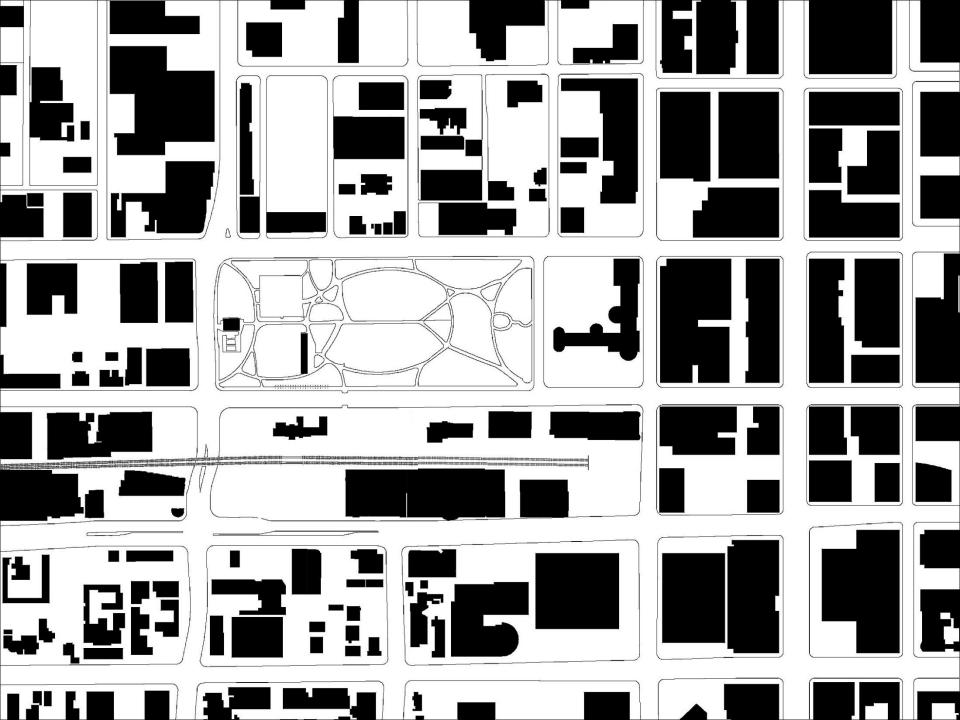






## Del Mar Station Transit Village

Pasadena, California







SECTION THROUGH PASEO AND HISTORIC STATION





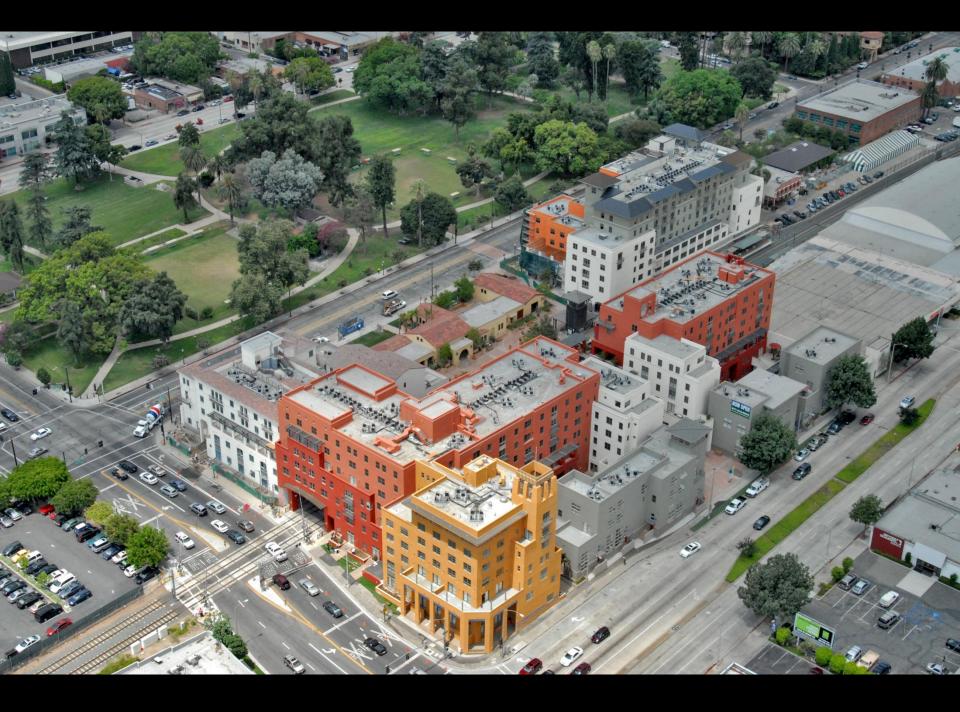














## Part V TOD KEY DESIGN QUESTIONS

Is parking concealed from the public/private realm?



Does blended density promote project diversity and proper street form?



# Have a variety of transect-consistent architectural types been considered?

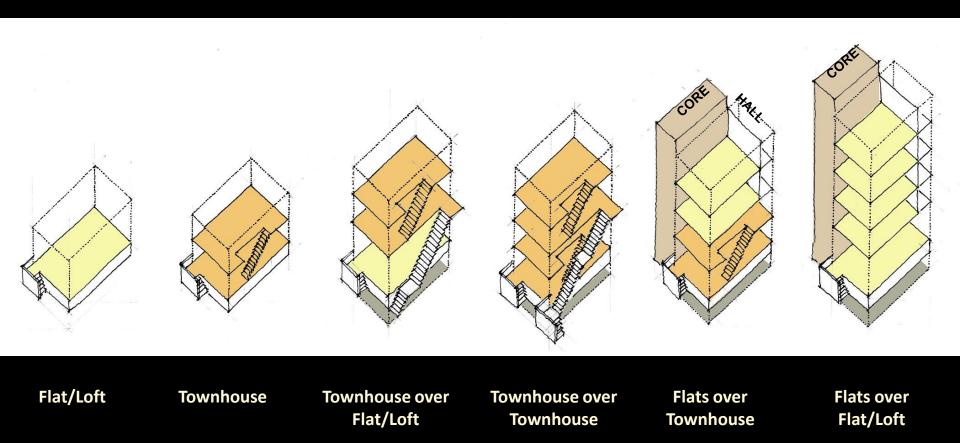




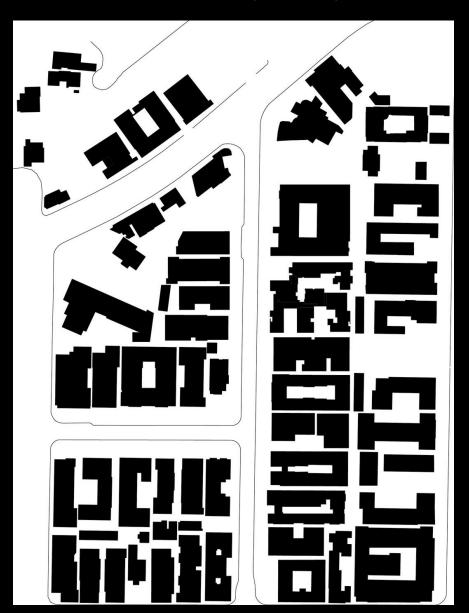


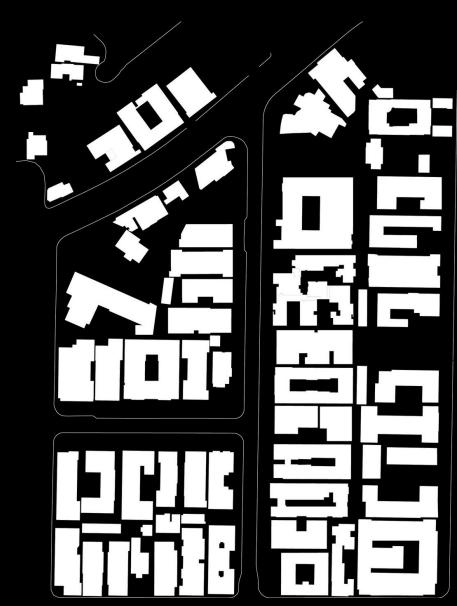


### Are a variety of unit types included?



Is there a clear integration of the solid (building) and the void (open space)?





### Has the ground floor been activated?





# Are building fronts (entries) and backs (services) properly located?



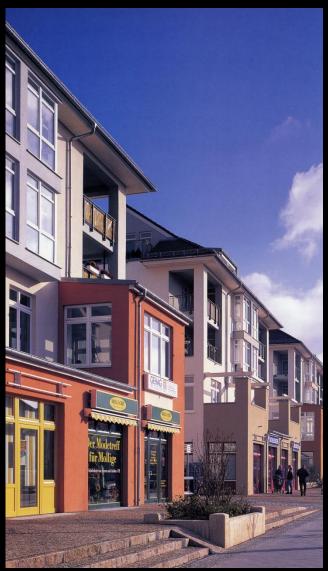




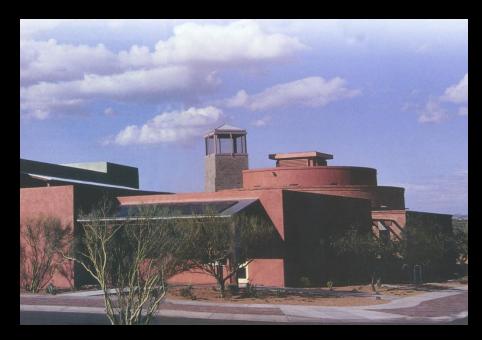


# Have industry efficiencies been utilized without being normative?





### Has sustainability been considered at the building scale?





# Have a multiple building styles or at least a 'kit of parts' been adopted?









#### MAKING TOD A REALITY IN THE SAN JOAQUIN VALLEY

